Paul Medeiros

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Professional Work Experience

Slalom | Atlanta, GA

Software Engineer | March 2018 – May 2020

- Build and architect products through each lifecycle using modern practices
- Present deliverables and provide modern architecture solutions to business needs
- Working in an Agile team environment
- Learn new technology and collaborate with on-site developers

UNLV Bio-Informatics | Las Vegas, NV

Software Engineer (Project Lead) | May 2016 – October 2017

- Manage the team workflow
- Design the software systems and the algorithms used in our team projects
- Test the product for bugs and apply a fix before public release
- Present project milestones and features to executive board

UNLV Bio-Informatics | Las Vegas, NV

Software Engineer (Intern) | May 2015 – May 2016

- Familiarize and experiment with the applications in a static environment
- Add specific functionality to the applications
- Clean, comment, and modernize code

Relevant Skills

Frameworks: Spring, Angular, Node, React, Typescript, HTML, CSS, JUnit, Jest, MySQL

DevOps: Jenkins, GCP, AWS, Kubernetes, Lambdas

Education

University of Nevada Las Vegas | Bachelor of Science in Computer Science

GitHub: https://github.com/paulmedeiros92

About Me

I am a fun Portuguese guy who loves learning, problem solving, and tech. I love collaborating with others and sharing ideas. You can always find me working on a personal project or learning new languages.